

ABSTRACT OF THE DISCLOSURE

A method for running a computer game includes the step of running the game on a hand-held game machine for which it is not designed without having to rewrite the game. This involves interfacing between the computer and the input/output and operational expectations of a current game. In one embodiment, the interfacing is performed with a compatibility layer having at least an input mapper to convert between input keys of the game machine and the input expectations of the current game.